



MARS MATRIX  
**20** PTS.



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**CAPCOM**

**SEGA**

# MARS MATRIX™

Dreamcast™



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

**CAPCOM**

T-1221N

## WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

**CAUTION**  
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CAPCOM

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MARS MATRIX for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

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## CONTENTS

THE RED PLANET REBELS!	3
MOSQUITO 01	4
MOSQUITO 02	5
SEGA DREAMCAST™	6
CONTROLS	8
STARTING A GAME	11
GAME SCREEN	12
COMBAT RULES	13
ATTACK MODES	14
GAME MODES	16
ARCADE MODE	16
ELITE MODE	16
SCORE CHALLENGE MODE	16
RANKING	17
STRATEGY	17
OPTIONS MODE	18
SPECIAL OPTIONS MODE	19
SHOP MODE	20
GALLERY	20
PAUSE MENU	21
SAVING/LOADING	22
COMBAT LOG	23
CAPCOM EDGE	24

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Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

\$99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission.

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## THE RED PLANET REBELS!

Half a century has passed since humans successfully carried out their project to migrate to Mars.

During the colonization, several self-governing areas formed on the red planet. But independent control was never granted. Instead, the MDA (Mars Development Agency) was created by the Earth Federation.

Outwardly, Mars seemed to be self-governing. In reality, it was a shackled colony completely controlled by Earth.

DECEMBER 8TH, 2309 ...

A sudden crackle of static bursts into Earth's atmosphere. An unexpected transmission from Mars breaks into all broadcasts – "We declare our independence. We are no longer Earth's subjects" – and all contact from Mars is lost.

The red planet maintains an eerie silence. All of Earth's attempts to contact Mars fail.

Realizing the situation is extreme, the Earth Federation Army readies its toughest military contingent to deploy from the moon and converge on Mars. This armed spaceforce is made up of hundreds of ships – and a few experimental fighters ...

Space explodes into a battlefield. The Mars War of Independence begins!



## MOSQUITO 01

Speed *NORMAL*  
Weapon *WIDEBLASTER*

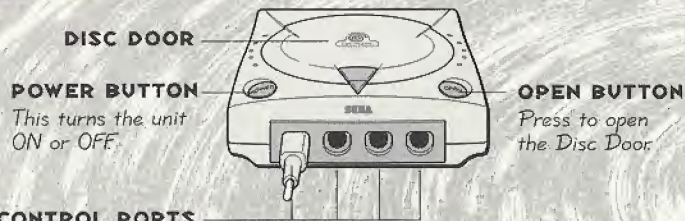


## MOSQUITO 02

Speed *HIGH*  
Weapon *LASER SHOT*

# SEGA DREAMCAST™

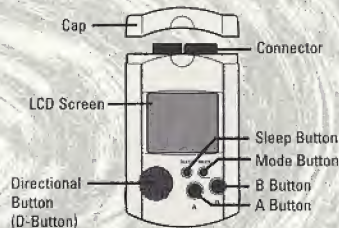
## SEGA DREAMCAST HARDWARE UNIT



### CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For MARS MATRIX, use Control Ports A and B to connect controllers for players 1 and 2 respectively. MARS MATRIX is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. Purchase an additional controller (sold separately) to play with two people.

## SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



To automatically save score rankings, option settings and other game information, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

*Note:* While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

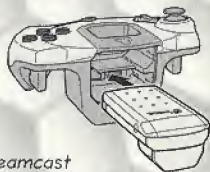
## CONTROLS

- The button assignments on pages 9-10 are the defaults. You can change them in Options Mode. (See page 18.)
- **MARS MATRIX** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

### SEGA DREAMCAST JUMP PACK™

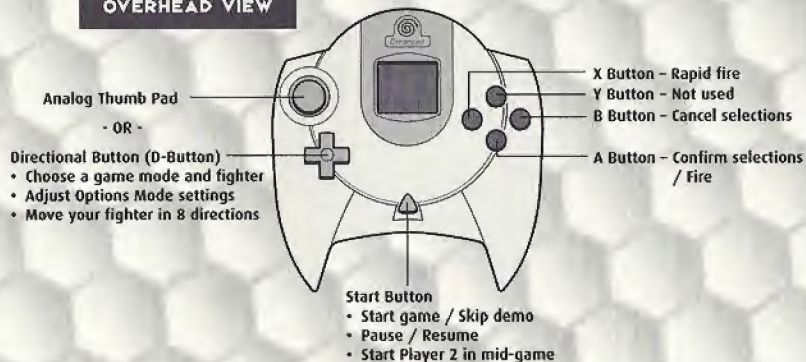
**MARS MATRIX** supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the gameplay experience.

*Note:* When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during gameplay or otherwise inhibit game play operation.

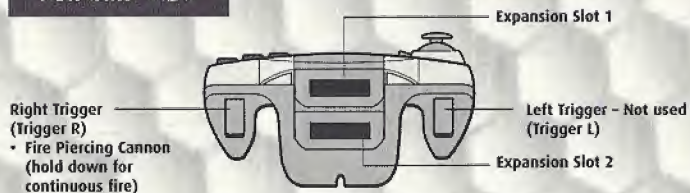


## SEGA DREAMCAST CONTROLLER

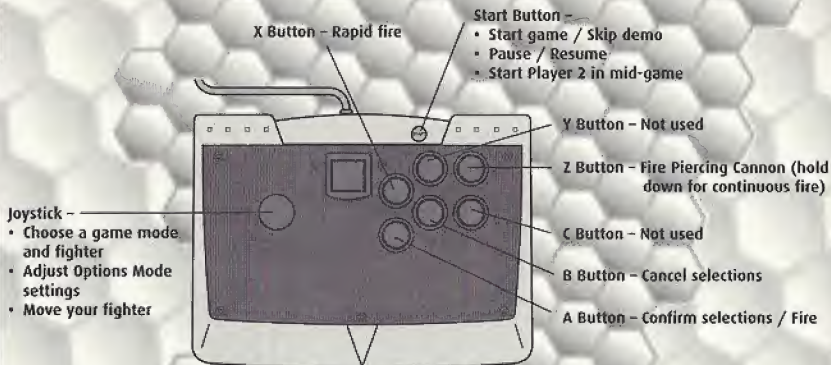
### OVERHEAD VIEW



### FORWARD VIEW



## SEGA DREAMCAST ARCADE STICK

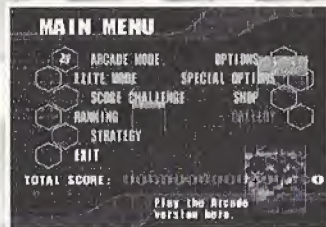


- The button assignments on pages 9-10 are the defaults. You can change them in Options Mode. (See page 18.)
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

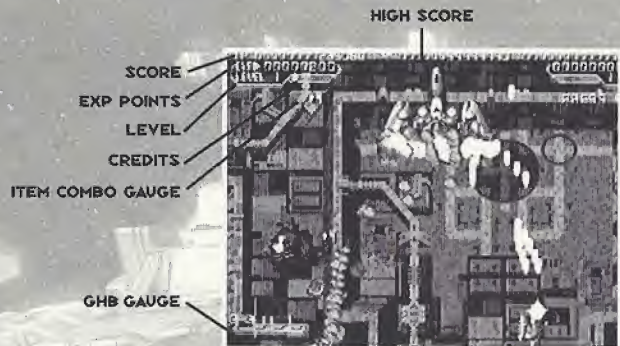
## STARTING A GAME

Press the Start Button at the Title screen to display the Main Menu. To make your selections, use the Directional Button to choose and press the A Button to confirm.

- Before starting play, set game options by selecting **OPTIONS**. (See page 18.)
- Select a game mode by choosing **ARCADE MODE**, **ELITE MODE** or **SCORE CHALLENGE**. (See game mode descriptions beginning on page 16.)
- Select a fighter: **Mosquito 01** or **Mosquito 02**. (You can also select a fighter every time you continue a level during play.)
- A brief control instruction demo begins. (You can skip this by pressing the Start Button.)
- **MARS MATRIX** combat begins!



## GAME SCREEN



**HIGHSCORE  
SCORE**

The highest score achieved in the game mode.  
Your current score.

**EXP POINTS  
LEVEL**

Your current experience points.  
Your fighter's current level.

**CREDITS**

Number of fighters remaining.

**ITEM COMBO GAUGE**

Time limit for gaining Item Combo Points. (See page 13.)

**GHB GAUGE**

Gravity Hole Bomb Gauge: The bar decreases when you use absorption barrier Mosquito. You cannot use it again until the gauge refills.

**BOSS TIMER**

(Not shown.) Displays when you're fighting a boss character. When the time runs out, the boss character retreats.

## COMBAT RULES

### EVOLVING YOUR MOSQUITO FIGHTER

When you defeat certain enemies or hit enemies with absorbed bullets, Experience Cubes appear and float onscreen. Collect these cubes (by flying over them) and your fighter will evolve up to level 8.

### ITEM COMBO POINTS

When you collect Experience Cubes, you earn Experience Points. Your Experience Points are used as your basic score multiplier. Try to collect Experience Cubes quickly and get your score multiplier as high as possible.

### GAME OVER

When your fighter is hit by an enemy bullet, you lose one fighter. (You don't lose your fighter by touching an enemy itself.) When all your fighters are lost, your game is over.

You can continue your game (up to 3 times) by pressing the Start Button during the countdown. When you restart a level, you can select a different fighter at the top of the game screen.



## ATTACK MODES

### NORMAL SHOT

- Press the A Button rapidly.
- Hold down the X Button to rapid-fire the normal shot.
- As you collect Experience Points and raise your fighter's level, the normal shot becomes more powerful.

### PIERCING CANNON

- Release the A Button briefly and then press it again.
- Hold down the Trigger R to rapid-fire the Piercing Cannon.
- The Piercing Cannon is a powerful mid-range laser. The closer the enemy is when you deploy it, the more damage the shot will do.

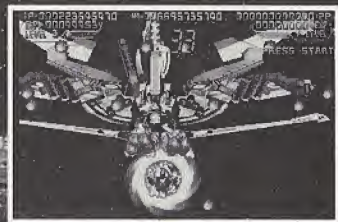


### ABSORPTION BARRIER MOSQUITO

- When the GHB (Gravity Hole Bomb) Gauge is full, press and hold the A button.
- Your fighter will be surrounded by a barrier that absorbs and reflects enemy bullets. As you continue holding the A Button, the color bar in the GHB Gauge decreases. When you release the A Button, the absorbed bullets are discharged.
- Adjust the direction of fire with the Directional Button or Analog Thumb Pad.

### GRAVITY HOLE BOMB (GHB)

- When the GHB Gauge is full, hold down the A Button until the full gauge is drained of energy.
- Gravity Hole Bomb is a super powerful explosive that attacks a large area on screen. The closer the enemy is to you when you deploy it, the more damage it wreaks.



# GAME MODES

## ARCADE MODE

*A perfect conversion from the original arcade game.*

## ELITE MODE

*Play an enhanced version with various options added to the original game. You can adjust Special Options settings for this mode. (See page 19)*

**ELITEMODE [A]** *Enemy positions are rearranged for the Sega Dreamcast version.*

**ELITEMODE [B]** *Enemy positions are the same as in the arcade version.*

## SCORE CHALLENGE MODE

*For 1 player only. Choose a stage and score as high as you can. There is no limit to the number of fighters you have.*

*Score Challenge Mode has a special feature: When you defeat an enemy with the Piercing Cannon, a spray of small Stardust Cubes appears. Each one adds 1 point to your Experience Points when collected.*

*You can adjust Special Options settings for Score Challenge Elite Mode games. (See page 19)*

## RANKING

*Check the score rankings in Arcade, Elite and Score Challenge Modes.*

*Use the Directional Button or Analog Thumb Pad, or press the Triggers L/R to look at score rankings for different game mode.*

## STRATEGY

*Check out a strategy demo for each stage. You can buy strategy demos in Shop Mode (see page 20). Press the Start Button during a demo to return to the Title screen.*

## RANKING INFORMATION

NAME	Player name
SCORE	Player score
EXP	Experience Points
STG	Highest stage reached
DIF	Difficulty level
CGS	Combo Gauge speed (Elite Mode only)
SPD	Fighter speed (Elite Mode only)
LVL	Initial level (Elite Mode only)
GHB	GHB Gauge charge speed (Elite Mode only)

## OPTIONS MODE

Adjust various game settings. Highlight an option by pressing the Directional Button or Analog Thumb Pad  $\blacktriangle/\blacktriangledown$  and adjust by pressing  $\blacktriangle/\blacktriangledown$ .

### DIFFICULTY

Adjust the difficulty level for Arcade and Elite Modes from 1 (easy) to 8 (hard). The default is 4.

### NUMBER OF SHIPS

Set the starting number of fighters for Arcade and Elite Modes from 1 to 7. The default is 3. (Fighters 4 to 7 can be purchased in Shop Mode; see page 20).

### CREDIT

Set the starting number of credits from 1 to 9 or FREE. The default is 3. (Credits 4 to 9 and FREE can be purchased in Shop Mode.)

### SCREEN

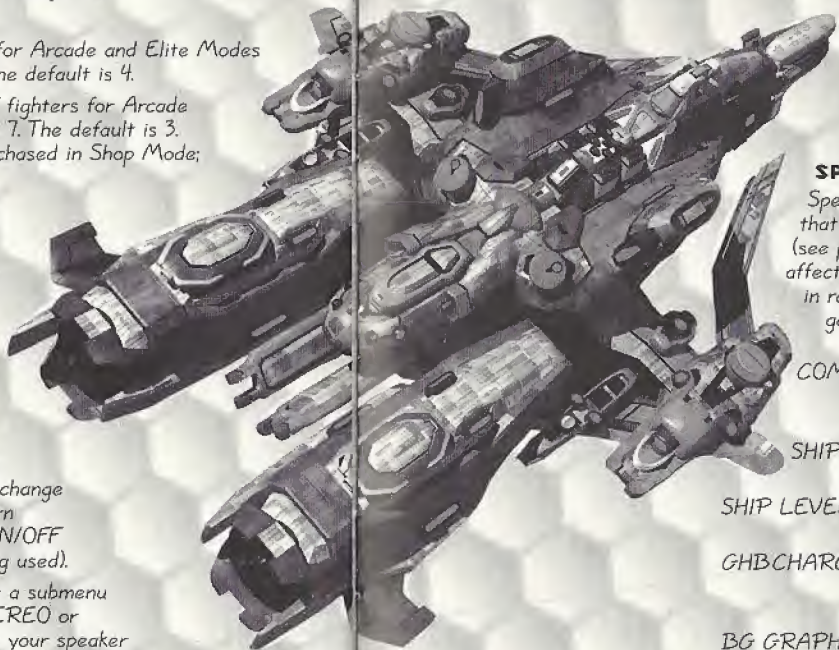
Press the A Button to see a submenu where you can adjust screen size and positioning.

### CONTROLLER

Press the A Button to see a submenu where you can change button assignments and turn the Jump Pack vibration ON/OFF (when a Jump Pack is being used).

### SOUND

Press the A Button to see a submenu where you can choose STEREO or MONAURAL according to your speaker system. You can also sample background music (BGM) and sound effects (SE).



## SPECIAL OPTIONS MODE

Special Options are additional options that can be purchased in Shop Mode (see page 20). Special Options settings affect the Elite Mode levels only in regular and Score Challenge Mode games (see page 16).

**COMBO TIME** Adjust the speed of the Item Combo Gauge countdown.

**SHIP SPEED** Adjust your fighter's speed.

**SHIP LEVEL** Adjust your fighter's starting level.

**GHBCHARGE SPEED** Set the speed at which the Gravity Hole Bomb Gauge charges.

**BG GRAPHICS** Play with the background colors.

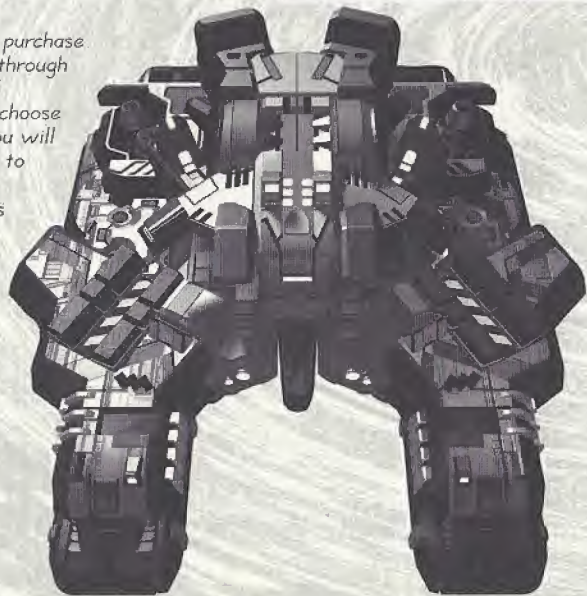
## SHOP MODE

By advancing through the game and saving your score, you can earn enough "\$" to purchase various options. Your scores are converted to "\$" and you can see how much you have by accessing Shop Mode. In the Shop Mode screen, highlight an option and press the A Button to purchase it (if you have enough "\$").



## GALLERY

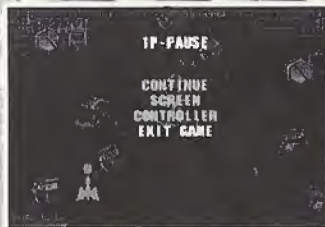
Go to Shop Mode to purchase the Gallery. Browse through artwork from MARS MATRIX. When you choose an unlocked image, you will be asked if you want to purchase it. Highlight YES or NO and press the A Button.



## PAUSE MENU

Press the Start Button during gameplay to reveal the Pause Menu. Choose from the following options while paused:

- CONTINUE** Resume play (or press the Start Button to resume).
- SCREEN** Press the A Button to see a submenu where you can adjust screen size and positioning.
- CONTROLLER** Press the A Button to see a submenu where you can change button assignments and turn the Jump Pack vibration ON/OFF (when a Jump Pack is being used).
- EXIT GAME** Quit and return to the Main Menu.







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MARS MATRIX

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Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey and Customer Service.

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